Races | The Witcher Fanon Wikia

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In the Witcher multiverse, there existed a multitude of different sapient and non-sapient races. These races can primarily be categorized into three main races categories; namely the "Humanoid" races, "Demi-Human" races, "Heteromorphic" races. Then a second category may apply to them such as being an Insectoid, Ogroid, Undead, etc.

If the term **Xeno** which means “alien,” “strange,” “guest,” is used then the lifeform is not native to the world it is currently on.

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Humanoid Races

Race Example	Race Name	Created or Natural	Place of Origin	Subraces	Base Height	Lifespan
Aen Seidhe	Elves, (Homo Sapiens Adari), the *Aubha*	Created by Loki, God of Tricksters using **Ancient High Fey** as a base sample alongside the base sample of ancient hominids.	Undod System	• Aen Undod, the First Folk also known as the Original Aubha, they are the oldest existing elves. ◦ Aen Awyr (Refugees of the Aen Undod, found in the Elemental Plane of Air) ◦ Aen Bywyd (Refugees of the Aen Undod, found in the Elemental Plane of Earth) ◦ Aen Elle, the Alder Folk, they are refugees of the planet Aen Undod, and have settled in the world of Tir na Lia) ◦ Aen Môr (Refugees of the Aen Undod, found in the Elemental Plane of Water)	Under 5'0" to over 6'0"	300-400 years average for Aen Seidhe though there have been exceptions, longer for Aen Elle. Half-Elves generally lived 180 years though there have been exceptions.

- Aen Seidhe, the Hill Folk they are refugees of the Aen Undod, settled on The World)
  - Half-Elves
    Quadroons
  - Aen Faeinn, the Sun Folk
  - Aen Ghele, the Glacier Folk , they are found under the Great Glacier in the Far North.
  - Aen Hagde, the Terrace Folk, TBA
  - Aen Manche, the Desert Folk, TBA
  - Aen Nilfe, the Black Folk, TBA
  - Aen Teg, the Fair Folk, they are Originally a group of Aen Seidhe that were crossbred with the Archfey.
  - Aen Puau, the Island Folk, TBA
  - Aen Woedde, the Wood Folk, TBA
- Aen Tân (Refugees of the Aen Undod, found in the Elemental Plane of Fire)

- Orcs (Elves with Ogroid genes added)
  Half-Orcs
  Quarter Orcs

An artificially created race, one of the three races in a alchemical series of races that would come to be known as the Longaevi by the Grigori known as Loki, taking Ancient High Fey and alchemically modifying them into the first elves. They originally were called *Aubha* by themselves and the Grigori also calling themselves the Aen Undod after their 'homeworld'.

Fey

	Humanoid Fey	Created by The Source (EAPEU)	Tír na nÓg (EAPEU)	• Ancient Greater Fey [1]Weepers aka Fairies • Ancient High Fey Archfey		Centuries, even millennia

Less a singular species and more a species collective created by the same being and their offshoots. The Fey are a strange classification of beings highly affected bt the magic that permeates their home realm, they are long-lived and very intelligent under the right parameters. Certain Fey fall under the category of Humanoid, due to their body type or ability to appear as a humanoid.

	Gnomes, (), the *Gnômai*	Created via experimentation by the Grigori Gridona, Patron Goddess of the Forge and Craftsmen (EAPEU)	Unknown	**Hybrid Races** • Elokos, a hybrid race between a gnome and a dwarf. • Geronas *Found on Chinvat* • Maragullos *Found in the caves of Basilia* **Subraces** Rock Gnomes Forest Gnomes	3'0" to 3'3"	300-500 years average though there have been exceptions

Gnomes arrived in the World as refugees from an unknown, sometime before both the dwarves and the elves back when interdimensional/realm travel was more readily available.

	Gwisins, ()	Natural evolved from unions between Svergs and Aen 'Agde elves.	Unknown		A little taller than a gnome or dwarf	700 years though there have been exceptions

	Halflings, (Homo Sapiens Dimidium)	Created via experimentation by the Grigori on the protohominids previously created by the Elder Things. (EAPEU)	Unknown	**Subraces** • Common Halfling • Fey-Touched Halfling, a hybrid between a halfling and an Archfey. • Lightfoot Halfling • Stout Halfling	2'7" to 4'0"	100, maybe 120 years though there have been exceptions
A race of short humanoids who are also immune to the effects of direct non-elemental magic						

	Humans (Homo Sapiens Sapiens)	Naturally evolved from proto-hominids (EAPEU)	Unknown	**Cultures**
				• Contienentals
				  ◦ Nordlings
				  ◦ Nilfgaardians
				• Ofieri
				Subraces
				• Anomolies, or **Homo Sapiens Anomalus** are strange and extremely rare human beings that defy the known laws of the world.
				• Changeling, a hybrid between a human and an Archfey with natural shapeshifting abilities.
				• Chunchunya, Neanderthal humans who have been displaced from another time and space by the Conjunction. They are considered by most Malaki to be monsters.
				• Hollow Men, not so much a sub-race as much as a condition.
				• Mages, or **Homo Sapiens Magus**
				• Sources, or **Homo Sapiens Fons**
				• Steamfolk, a branching path of humanity that was separated from the other tribes in such a specific environment with rapid technological advance that they are considered a different subrace.
				• Witchers, **Homo Venator** or technically a subrace of mostly humans that have been forcefully mutated with magic and science. (See Witcher down in the Heteromorphic list)
					4'8" to 6'0"	Less than a century average, though there have been exceptions

Humans migrated to The World during the First Conjunction of the Spheres. They are a rather short lived and ambitious race when compared to the Elderfolk, humans overtook many places in The World with sheer numbers and their xenophobia.						
	Nitus	Unknown	The World		Shorter than dwarves and gnomes	Unknown
	Svergs	Created	Unknown	Gwisins	'Relatively short'	'Long'

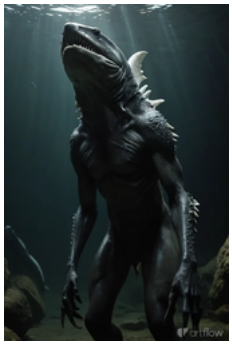
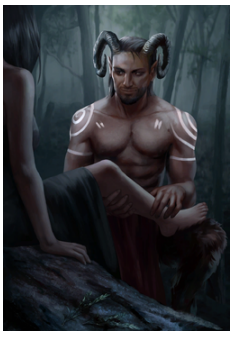
What constitutes a Humanoid Race classification:

1. Sapient species
2. Humanoids can interbreed due to similar biology (and possibly genetic ancestry) and may or may not be able to breed with Demi-Human Races and Heteromorphic Races.
3. However, Humans in the World treat most others in this category as "demi-human", "mutant" or "impure" due to seeming similar but having obvious differences like horns, ears, height, or eyes.

Demi-Human Races

Race Example	Race Name	Created or Natural	Place of Origin	Subraces	Base Height	Lifespan

The Apa, humanoids with ape/monkey like features such as ears and a long ropey tail.	Dyrian Collective(Bestia Auriti)	Created by Wijun (EAPEU)	Jaevela (EAPEU)	See Monstrum, or Portrayal of Enemies under The Therianthropic Curses as well as The Awakened.	Around 80 years on average though there have been exceptions.
The Atụrụ, humanoids with sheep/ram-like features such as long ears, curved horns, possibly wooly hair, and a sheep's tail.					
The Equine, humanoids with horse-like features such as a pair of horse/pony-like ears, along with their long-haired tail *(which they usually decorate and/or braid)*.					
The Íkorna, humanoids with a pair of pointed squirrel ears in addition to their large fluffy curved tail.					
The Hiiri, humanoids with pair of large mouse-like round ears and their long pointed tail.					
The Hundur, humanoids with a pair of dog-like ears and dog-like tails.					
The Kaķis, humanoids with a pair of triangle-shaped ears of a cat and a long furry cat tail. They feature a set of retractable claws for fingernails as well as padded palms similar to a cat.					
The Kanin, humanoids with a pair of floppy or pointed rabbit-like ears in addition to a small fluff ball tail.					
The Koe, also known as the **Bestia Auriti Vacca** are demi-humanoids with a pair of floppy cow ears, a long furry cow tail and the horns of a cow/bull.					
The Pesukaru, humanoids with a pair of pointed raccoon-like ears and a stripped furry tail.					
The Sionnach, humanoids with a pair of fox-like pointed ears and their bushy tail which they take great pride in brushing and boasting about.					
The Ulfur also known as the **Bestia Auriti Lupus**, are demi-humanoids with a pair of pointed wolf-like ears on the top of their head and a fluffy wolf's tail.					
The Ursuidae, also known as the **Bestia Auriti Ursa** are demi-humanoids with a pair of small round bear ears and a stubby bear tail at the tip of where a human's tail bone would be.					

The Vogel, humanoids with a pair of small feathered wing-like appendages where a humans ears would be, and a feathered bird tail, along with their feathered wings. They sometimes possess a wide vocal range and talent for voice mimicry.					
The Ystlum, humanoids with a pair of large wide bat-like ears, large leathery wings growing out their back, and possibly a tail if their species had one. Probably the inspiration for the peasant belief of winged demons.					
	Huldras				
	Nymphs	Created by Asherah and Dumera (EAPEU)	Tír na nÓg (EAPEU)	**Subraces** • Hamadryads • Dryads • Naiads (AKA Rusalkas) • Nereids (AKA Sea Nymphs) • Leimoniads • Oreads • Yukionnas	Hundreds of years on average though there are exceptions that live even longer
	Orcs	Created	Unknown	**Hybrid Race** Half-Orc	
	Sahuagin(Pistris Hominem 'Shark Person')	Naturally evolved shark-like offshoots of the Vodyanoy. (EAPEU)	The Continent	**Subraces** • Baron Sahuagin • Malenti	
	Sonneys	Natural	Unknown		
Succubi Incubi	Succubi/Incubi	Natural	Unknown		
					

While also considered to be a monster race because of their self-admitted cousinship with Fiends, Succubi and Incubi are sentient, rational beings capable of coexisting with humanoids with little issue other than their impressive libidos.					
	Sylvan also known as a Willower, Puck, or a Deovel	Natural	Unknown		Several human generations at least in the case of All God
	Vran (Lacerta H*ominem 'Lizard Person)*	Natural	Jaevela (EAPEU)	**Hybrid Race** Drakkonborn **Subraces** • Intulos, a distant cousin of the Vran. • Lizardmen • Vran Warrior, a sub-species of Vran that are larger and more suited for combat.	Less than a century on average there are exceptions that live even longer
	Werebbub (Bobolaks)	Natural	Jaevela (EAPEU)	**Subrace** Basajaun, a distant cousin of the werebbubs with a much more human-like appearance, who was forced to emigrate.	Less than a century on average there are exceptions that live even longer

What constitutes a Demi-Human Race classification:

1. Sapient and seem human-like but have obvious skin colors or physical attributes like Goblins, Ogres or Trolls.
2. May or may not be able to breed with Humanoid Races or Heteromorphic Races.
3. Some have partly upright postures with animal-like features like Dyrians, Vran or Werebbubs; sometimes referred to as "Beastmen."

Heteromorphic Races

Beasts

Race Example	Race Name	Created or Natural	Place of Origin	Subraces	Base Height	Lifesp
	The Awakened	Created (can be created using a ritual)/Natural (may be born to Dyrian unions) (EAPEU)				

Cursed Ones

	Bluebeards	Formerly humans	The World		Human size	Death until k can liv indefi if fed.

	Cursed Asylums	Accidentally created (EAPEU)	The World		Building size	Immor until succe exorci and th buildir destrc

Draconids

Race Example	Race Name	Created or Natural	Place of Origin	Subraces	Base Height	Lifesp
	Dragons	Created by Wijun and The Source (EAPEU)		**Subraces** **Chromatic Dragons** • Black Dragons • Blue Dragons • Red Dragons • White Dragons • Yellow Dragons **Metallic Dragons** • Bronze Dragons • Golden Dragons • Silver Dragons **Hybrid Races** • Green Dragons • Orange Dragons		Centu millen

Elementa

 ⓘ Ifrit	Elemental Genies	Created by The Source (EAPEU)		**Subraces** • D'ao • Djinn • Ifrit • Jann • Maride • Qorrash • Treant		Practi Immor since are er based

Homunculi (Despite it possible for a H. to have a humanoid appearance, Homunculi are considered to be Heteromorphic in nature)

Created by other, more advanced races though humans or mages of enough power or intellect can achieve their development as well

Subraces

- High End Homunculi
- Low End Humunculi
  - Corpse Amalgam (While also Undead, this is considered to be a Homunculi)
    - Corpus Custodia (While also Undead, this is considered to be a Homunculi)
      - Mictantecutli (While also Undead, this is considered to be a Homunculi)

Low end Homunculi

High End Humanoid Homunculi

Fey

Heteromorphic Fey

Created by The Source (EAPEU)

Tír na nÓg (EAPEU)

Subraces

- Ancient Greater Fey
  - Fae
  - Weepers aka Fairies
- Ancient High Fey
  - Archfey
  - Elves (Technically, since the base was an ancient High Fey though the products of the Grigori's research changed their classification to Humanoid)
- Ambun
- Blood Fey aka Baobhan Sith
- Bone Fey
  - Tooth Fairy
- Beldam
- Hags
- Necrophages (Certain kinds are capable of sentience)
  - Cemetaurs
    - Graveirs
  - Drowners
  - Ghouls
    - Alghoul
- Ogroids
  - Bugbears
  - Goblins
  - Kobolds
  - Nekkers
  - Trolls

1. Beldam (15'0")
2. Bugbear (Between 6'7"-10'0"
3. Annis Hag, Black Lord, Bullvore, and Cemetuar (8'0")
4. Spotted Wight and Ancient Gravelords (7'0")
5. Ambun (Between 6'0"-7'0")
6. Graveir (6'6")
7. Alghoul (6'6", though they are quadrupedal so they are about half as tall as they would be if they stood up)
8. Foglet (6'5")
9. Bone Fey (6'2")
10. Archfey, Mucknixer Pale Faced Ghoul, and Tuyotukian Ghoul (6'0")
11. Ancient High Fey (5'0"-6'0")

Archfey

Blood Fey

Bone Fey

Fae

Fairy

12. Ancient Greater Fey (4'0"-5'0")
13. Blood Fey, Drowners, Drowned Dead, Water Devil, Grave Hag, Green Hag, and Wight (5'8")
14. Phooca, Greater Rotfiend, and Scurver (5'8")
15. Cailleach, Devourer (Male), Night Hag, and Rotfiend (5'6")
16. Ancient Ghouls, Ghouls (5'0, though they are quadrupedal so they are about half as tall as they would be if they stood up)
17. Nekker Warrior (4'0")
18. Nekker (3'0")

While a case could probably be made for the Archfey being all three categories, they are considered like all other Fey to be Heteromorphic. The Fey also includes species that could be called monsters as well so its included on the monster classification list.

Mutants

	Witchers (Though they are sterile)	Created by Witcher Trials that take place at Witcher keeps and bases	The World	Differ based on their school of training		No kn lifespa usuall during hunt

Ogroids

	Giants	Created by The Source (EAPEU)	Tír na nÓg (EAPEU)	**Subraces** • Cloud giant • Cyclopses • Firbolgs • Fire giant • Hill giant • Ice giant • Stone giant • Storm giant	1. Cloud giant 2. Cyclopses 3. Firbolgs 4. Fire giant 5. Hill giant 6. Ice giant 7. Stone giant 8. Storm giant	

Relicts

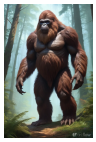
Race Example	Race Name	Created or Natural	Place of Origin	Subraces	Base Height	Lifesp

	Akeros	Created by Metatron, God of the Akeros (EAPEU)	Sky	**Hybrid Races**
				• Arel (High tiered Akeros + Grigori)
				• Ishim (Low tiered Akeros + Grigori)
				• Nephilim (Human + Akeros)
				Subraces
				• First Choir
				  ◦ Qeleguar
				  ◦ Zateran
				  ◦ Irreogian
				• Second Choir
				  ◦ Dominions
				  ◦ Virtues
				  ◦ Powers
				• Third Choir
				  ◦ Principalities
				  ◦ Archakeros
				  ◦ Akeros
					Death unless killed battle

While Akeros are considered a Heteromorphic Race they are also considered a Monstrous existence hence their categorization as a Monste the Relict category.

	Antherions	Originally created by Wijun though some species were also created using Mutagenic Alchemy (EAPEU)		**Subraces**
				• Aguaras
				  Kitsune (aguara subspecies)
				  Tenko
				• Amemasu (occasionally, it appears in the northern islands, more common in Okami Islands waters)
				• Jorōgumo
				• Kyut
				• Nekomata
				  Bakeneko (nekomata subspecies)
				• Tanuki
				• Ten
					Dependent on race and form

	Deep Folk	Created/Natural		**Subraces**
				• Cecaelia
				• Merpeople
				  ◦ Merrow
				  ◦ Morgan
				  ◦ Ningyo
				  ◦ Sea Witches
				  ◦ Selkie
				  ◦ Sirin
				  ▪ Dwarf Siren
				  ▪ Lesser Siren
				  ▪ Nixas
				  Melusine
				  ▪ Silk Siren
				  ◦ Siyokoy
				• Samebitos
					Unkno though though age m slowe humar

	Ganneamon	Unknown (EAPEU)		2.9m to 3.4m tall (9 1/2 feet to 11 feet tall)	Centu millen

	Labyrinths (Sentient structures and environments that attract and provide for monsters and adventurers feeding off of the fallen of either type.)	Originally created by Fanbris, after which they can either be naturally formed/created also they can be artificially created or controlled. (EAPEU)				
	Leshens	Formed via ambient natural energy found in ancient forests	The World Tír na nÓg (EAPEU)	**Subrace** Spriggans		Can li long a are provid power are nc manu killed
	Refaim	Mysterious sidereal beings that inhabit the Syderium or Star Plane.	All Throughout the Star Plane • Cosmic Horrors • Starlings • Stellari	**Subraces** • Fallen Stars • Protas Grigori (created by the Protas) ▪ Arel ▪ Godling ▪ Ishim ▪ Nephelian ▪ Semideus ▪ Semigiant • Cosmic Horrors (A collective of starfaring creatures that have existed from ancient times more individuals are known than species as the higher tiered amongst the collective seem to differ from one another rather than just being the same species with the lower tiered actual being species.) ◦ Albaonafh ◦ Dopplers ▪ Bonats ▪ Popobawa ◦ Elder Things ◦ Misathy-Dotha ◦ Qhucrot ◦ Servitors of the Outer Gods ◦ Undying ◦ Vodyanoy ◦ Vureline • Starlings • Stellari	Various	Most a incred long-li even effecti immor
Specters						

Demons	Created by the Great One Yrrhededs/Sometimes naturally created (EAPEU)	Svartalfheim or Hell (Up for debate)	**Subraces** • Bes (Found primarily in Hell but can be summoned anywhere via Goetia) • Claglydd (Found primarily in Hell but can be summoned anywhere via Goetia) • Hym (Primarily found on the Plane of Ether or even Hell but can be lured from its home plane by intense feelings of guilt, latching itself on the source of it and feeding off of it.) • Mahr (Found primarily in Hell but can be summoned anywhere via Goetia, though this is often done either accidently or on purpose to have the Mahr possess someone else.) • Mari Lwyd (Found primarily in Hell but can be summoned anywhere via Goetia) • Mephile also known as a Contract Demon • Sphinx (Found primarily in Hell but can be summoned anywhere via Goetia, like the Claglydd they are associated with knowledge) Androsphinx (Found in the wild in the territory of Hannu) • Tulpa also known as a Personification Demon		Unkno

While Demons are considered a Heteromorphic Race they are also considered a Monstrous existence hence their categorization as a Monst the Relict category.

Spirits	Created by Betlena (EAPEU)	The Spirit Realm	**Subraces** TBA	Various	Variou length

Also known as the Inhuman or Monster Races. These include types of undead or otherworldly beings. What constitutes a Heteromorphic R classification:

1. Sapient species
2. May or may not be able to breed with Humanoid Races or Demi-Human Races.
3. Most of these races have features that appear monstrous.
4. Can only appear human by using abilities and skills (Some species do not have this capability though).
5. Can be listed in the Monster Classifications but due to sufficient intelligence is listed as a race.
6. Witchers though created from the Humanoid races are considered Heteromorphic as: they have features that could be considered mon as well as being unable to breed with their original races.

Classification List

In the process of moving to Monstrum, or Portrayal of Enemies article

Classification Name	Species included in:	Explanation of the Classification	Native to:	Found in:

Specters	• Bloody Fields
	• Calidus
	• Dark Knight
	• Ghosts
	  Wraiths
	  ▪ Beann'shies
	  ▪ Corgowraiths
	  ▪ Draug
	  ▪ Draugir
	  ▪ Nightwraiths
	  ▪ Noonwraiths
	  ▪ Penitents
	  ▪ Pestae
	  ▪ Red Miasmal
	  ▪ Wailwraith
	• Cursed Asylums
	• Enenra
	• Ethereal (A manifestation of human fear given frightening form)
	• Hollow Men
	• Jathilan
	• Nightmare
	• Pocong
	• Siren (Specter)
	• Spirits
	• Toyol
	• Umbra
	• Voiceless
		The World

Unknown Classification	• Abnormalities • Aicaya • Bauchans • Blafards • Boraros • Ceasg • Ciguapas • Cancrajos • Derens • Dover • Eachy • Ebugogos • Fiuras • Gnolls (Considered feral, they are a very aggressive race, they are intelligent but in a twisted brutish way, valuing violence, destruction and death.) • Garudas • Gremlins • Grendels • Genasi • Gwisins • Huldras (Human level intelligence) • Leprechauns • Lovelos • Monocerus • Morgan • Naddahas • Nuberus • Kodatos • Monopods • Mamunes • Neufras • Nisses • Pomberos • Tennins • Salmacis • Steller • Tengus • Tiyanaks • Tibicenas • Toninas • Traucos • Treants • Urisk • Xanas • Yacurunas	

While there are few species listed as a 'race' all creatures including regular animals have been included in a list for the sake of classification

Interspecies Crossbreeding Table

	Akeros	Archfey	Demons	Dragons	Dwarves	Elves	Gnomes	Grigori	Half-E
Akeros	**Y** **Akeros**			Heavenly Dragons				Arel (high tiered) / Ishim (low tiered)	
Archfey		**Y** **Archfey**		Y Archfey with Draconic features	Y Datanlolum Dwarves	Y Aen Teg	Yes but Undecided		
Demons			**Demon**						
Dragons	Heavenly Dragons	Y Archfey with Draconic features		**Dragon**					
		Y Datanlolum Dwarves					Y Elokos		
Dwarves					**Dwarf**				
Elves		Y Aen Teg				**Elf**			Unde
Gnomes		Y but Undecided			Y Elokos		**Gnome**		
Grigori	Arel (high tiered) / Ishim (low tiered)							**Grigori**	
Half-Elf									**Half-**
Halflings		Y Fey-Touched Halfling							
Humans	Y Nephilim/Half-Angel	Y Changeling	Y Cambion/Half-Demon			Half-Elf		**Semideus/Demigod**	Quad
Nymph		Y but Undecided			Nymph	Nymph			
Orc		Y but Undecided			N Dwarf-Orc Hybrids can only be created with magical methods.				
True Higher Vampire								M Nephelian	
Vran		Y Drakkonborn							

Werebbubb

Y - Yes. These two species can crossbreed, with a normal chance of conception.

M - Maybe. These two species may successfully crossbreed, although the chance of conception is reduced drastically.

N - No. These two species cannot crossbreed without the use of magical means.

Notes

- While some of the races in this article are canon to the Witcher IP, some are fanon creation as such one should check other Witcher works outside the fanon community if one wants canon content.
- This article is free to edit but please respect and build off of the lore of the other content contributors if you have an issue with any article please seek contact and moderation through the Fanon Discord.
- Gnolls are based off of their D&D counterparts.
- Mephits were inspired by the dnd creatures of the same name.
- Abnormalities were inspired for two things, the SCPs and the D&D Mimics (in this case, they would be more like mimics, objects that through the intervention of the ether have come to life).
- Genasi are based in their D&D counterpart but are rare and instead of arising from romances or exposure to other planes, they would be more like a trolling of the genies to, for example, sorceresses who want to recover their fertility.
- The plant-animal hybrids of the Nature Para-Elemental Plane are similar in scale, ability, and power to the Kemono of the Wild Hearts Series, though beyond this no other similarities exist as all the species are different.